CLAIMS

What is claimed is:

A method of automating contributions in a gaming system, said method comprising:

- prompting a user with a gaming option;
- (b) enabling the user to/pledge a contribution to an organization;
- permitting the user to make a wager and partake in the gaming option; and
- automatically making the contribution to the organization based on the pledge of step (b) and the results of step (c).
- The method of claim 1 wherein step (b) further 2. comprises allowing the user to select the organization.
- The method of c laim 1 wherein step (b) further 3. comprises allowing /the user to select a size of the contribution.
- The method of claim 1 wherein the gaming option has a first odds of winning in step (a), and a second odds of winning based on the pledge of step (b).
- The method of claim 1 wherein an odds of winning the gaming option /is related to the pledge of step (b).

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- 6. The method of claim 1 wherein the gaming option has a first payout in step (a), and a second payout based on the pledge of step (b).
 - 7. The method of claim 1 wherein a payout for winning the gaming option is related to the pledge of step (b).
 - 8. The method of claim 1, further comprising the step of accumulating contributions for the user during a series of gaming activities.
 - 9. The method of claim 1, further comprising the step of automatically providing information regarding the gaming option and the contribution to the Internal Revenue Service.
 - 10. The method of claim 1 wherein step (b) is satisfied by personal funds of the user.
 - 11. The method of claim 1 wherein a distribution of the contribution is contingent upon the user winning the gaming option.
 - 12. The method of claim 1 wherein the contribution is funded from net proceeds of the gaming system.



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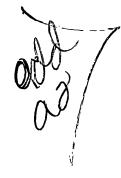
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- 13. A method of automating charitable contributions in a gaming system, said method comprising:
- (a) prompting a user with a game of chance having a first incentive selected from the group consisting of a first odds of winning and a first payout;
- (b) enabling the user to pledge a charitable contribution to a charitable organization;
- (c) overriding the first incentive with a second incentive selected from the group consisting of a second odds of winning and a second payout, wherein the second incentive is greater than the first incentive;
- (d) permitting the user to make a wager and play the game of chance; and
- (e) automatically making the charitable contribution to the charitable organization when the user prevails in the game of chance.
- 14. The method of claim 13 wherein step (b) further comprises allowing the user to select the charitable organization and a size of the charitable contribution.
- 15. The method of claim 13, further comprising the step of accumulating charitable contributions for the user during a plurality of gaming activities.
- 16. The method of claim 13, further comprising the step of automatically providing information regarding the game

of chance and the charitable contribution to the Internal Revenue Service.

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- 17. The method of claim 13 wherein step (b) is satisfied by personal funds of the user.
- 18. The method of claim 13 wherein the charitable contribution is funded from net proceeds of the gaming system.



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- 19. A method of automating charitable contributions in a gaming system, said method comprising:
 - (a) prompting a user with a game of chance having a first incentive selected from the group consisting of a first odds of winning and a first payout;
 - (b) allowing the user to select a charitable organization;
 - (c) enabling the user to pledge a charitable contribution to the charitable organization;
 - (d) overriding the first incentive with a second incentive selected from the group consisting of a second odds of winning and a second payout, wherein the second incentive is greater than the first incentive;
 - (e) permitting the user to make a wager and play the game of chance; and
 - (f) automatically making the charitable contribution to the charitable organization from net proceeds of the user when the user prevails in the game of chance.
 - 20. The method of claim 19, further comprising the step of accumulating charitable contributions for the user during a plurality of gaming activities.